

CLAIMS

1. A method for conducting a game, the game including one or more players and involving, for each of the one or more players, at least one game card having a plurality of selectable content,
5 the method comprising acts of:
 - determining, for at least one of the one or more players, the at least one game card having a pattern, wherein the act of determining the game card further comprises an act of determining content of the game card;
 - determining, prior to a game session, a winning pattern;
 - 10 drawing winning cell content from a predetermined set of cell content;
 - determining if, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content matches the winning pattern; and
 - if so, determining a payout.
- 15 2. The method according to claim 1, wherein the act of determining a payout further comprises an act of determining the payout based upon fixed odds of winning.
3. The method according to claim 1, wherein the act of determining a payout further comprises an act of determining the payout based upon variable odds of winning.
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4. The method according to claim 1, wherein the act of determining the content of the game card further comprises automatically choosing at least one portion of the content without the at least one player choosing the at least one portion.
- 25 5. The method according to claim 1, wherein the game includes a plurality of game cards including the at least one game card, and wherein the act of determining the at least one game card includes an act of ensuring that the content of the at least one game card is unique.
6. The method according to claim 1, wherein the game session is conducted without
30 interaction of the at least one player.

7. The method according to claim 1, further comprising an act of providing for an entry of the at least one player in the game using an alternative method of entry (AMOE).

5 8. The method according to claim 1, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.

9. A game having an associated game session, the game comprising:
one or more game pieces assigned to each player, wherein each game piece includes one or
10 more game cards, wherein each of the one or more game cards includes a plurality of cells
arranged in a pattern, wherein each of the one or more game pieces includes a set of game cards
having a same set of game patterns, and wherein the calls of each of the one or more game cards
contains content chosen randomly from a predetermined set of cell content;
a winning cell matching pattern for the game session;
15 a fixed number of winning cell content drawn from a known set of content; and
a payout based upon a predetermined payout table.

10. The game according to claim 9, wherein every game piece assigned in a game session is
unique.
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11. The game according to claim 9, wherein every game piece includes a set of game cards
having at least one of different card patterns, a winning pattern, and cell content.

12. The game according to claim 9, wherein every game piece is made up of a set of game
25 cards having at least one of a same card pattern, a winning pattern, and cell content.

13. The game according to claim 9, wherein every card in a game session is unique.

14. The game according to claim 9, wherein the cell content includes at least one of a number,
30 a letter, a shape, a symbol, a color, a logo and a drawing.

15. The game according to claim 9, wherein each cell of each game card contains content unique to each respective game card.

5 16. The game according to claim 9, wherein the cell content may be at least one of a free, a blank and a wild spot.

17. The game according to claim 9, wherein the predetermined set of symbols is divided into subsets, at least one of which is assigned for use in a particular group of cells.

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18. The game according to claim 17, wherein the game card is a bingo game card.

19. The game according to claim 9, wherein the player pays to play with at least one of money and loyalty points.

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20. The game according to claim 19, wherein the player pays by at least one of cash, a debit card, a credit card, an account credit, and a loyalty program credit.

20 21. The game according to claim 9, wherein the player is permitted to subscribe to play multiple game sessions.

22. The game according to claim 21, wherein the player is permitted to automatically renew the subscription.

25 23. The game according to claim 9, wherein each player plays against an operator of the game.

24. The game according to claim 9, wherein each player is not required to observe the game session in order to play the game.

25. The game according to claim 9, wherein each player is permitted to observe the game session.

26. The game according to claim 25, wherein each player is permitted to observe on at least one of a television, a personal computer, a kiosk, a handheld device, a telephone having a display, a kiosk and in person.

27. The game according to claim 9, wherein the payout for winning depends upon the number of winning cell content drawn before obtaining the winning pattern.

28. The game according to claim 27, wherein the payout for winning decreases as the number of winning cell content drawn increases to obtain the winning pattern.

29. The game according to claim 9, wherein the payout for winning to a player is increased with a corresponding increase in payment by the player to play.

30. The game according to claim 9, wherein the payout to a player for winning the game is divided among each of a plurality of winning players.

31. The game according to claim 9, wherein there may be at least one progressive jackpot.

32. The game according to claim 9, wherein the payout table is not directly determined by the odds of winning with or without a fee to the gaming operator.

33. The game according to claim 9, wherein the payout for winning may include at least one of money, a credit, merchandise, and loyalty points.

34. The game according to claim 9, wherein the payout for winning money is performed by providing at least one of cash, a check, a debit card, and an account credit.

35. The game according to claim 9, wherein the payout for winning loyalty points is performed by providing at least one of a loyalty program credit and an account credit.

36. The game according to claim 9, wherein the game sessions are run continually.

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37. The game according to claim 9, wherein the winning cell content is randomly chosen manually.

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38. The game according to claim 37, wherein the winning cell content is entered into a computer system.

39. The game according to claim 9, wherein a game playing computer system randomly picks the winning cell content from a predetermined set of content.

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40. The game according to claim 38, wherein after each winning cell content is drawn, the computer system performs acts of:

determining whether any of the game cards being played attains the winning cell matching pattern; and

determining the payout based upon the predetermined payout table.

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41. The game according to claim 39, wherein after each winning cell content is drawn, the computer system performs acts of:

determining whether any of the game cards being played attains the winning cell matching pattern; and

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determining the payout based upon the predetermined payout table.

42. The game according to claim 9, wherein the player manually daubs his or her at least one game card.

43. The game according to claim 42, wherein the player tells the gaming operator or computer system that the game winning pattern has been matched.

44. The game according to claim 43, wherein the player and the winning game card must be
5 verified and authenticated by the gaming operator or computer system.

45. The game according to claim 41, wherein the player manually daubs his or her at least one game card.

46. The game according to claim 45, wherein the player tells the gaming operator or computer
10 system that the game winning pattern has been matched.

47. The game according to claim 46, wherein the player and the winning game card must be
verified and authenticated by the gaming operator or computer system.

48. The game according to claim 39, wherein a computer system additionally automatically
15 daubs each game card cell being played in a game session containing the winning content.

49. The game according to claim 44, wherein a game playing computer system displays to all
20 players when there is a winner.

50. The game according to claim 46, wherein a game playing computer system displays to all
players when there is a winner.

51. The game according to claim 44, wherein a game playing computer system displays to all
25 players at least one of the winning game card and the winning player.

52. The game according to claim 46, wherein a game playing computer system displays to all
players at least one of the winning game card and the winning player.

53. The game according to claim 48, wherein a game playing computer system determines at least one of a game card or a player closest to winning.

54. The game according to claim 53, wherein a game playing computer system displays to all players at least one of the game card and player closest to winning.

55. The game according to claim 48, wherein the computer system automatically notifies a player of the game result.

56. The game according to claim 48, wherein the computer system automatically notifies a player of winnings.

57. The game according to claim 55, wherein the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk.

58. The game according to claim 56, wherein the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk.

59. The game according to claim 48, wherein a player may access his or her results for past gaming sessions remotely at any time.

60. The game according to claim 59, wherein the results for past gaming sessions are at least one of a win, a payout, and a loss.

61. The game according to claim 59, wherein a player gains remote access through at least one of a group including a kiosk, a phone, a handheld device, a television and a computer.

62. The game according to claim 48, wherein a player replays a past game session remotely at any time.

63. The game according to claim 62, wherein a player gains remote access through at least one of a group including a kiosk, a telephone having a display, a handheld device, a television and a computer.

64. The game according to claim 41, wherein the game sessions are run continually, and wherein advertising streams inserted into the display during the game session.

65. The game according to claim 41, wherein the game sessions are run continually, and wherein advertising streams displayed between individual game sessions.

66. The game according to claim 41, wherein the player may enter a game session through an alternative method of entry (AMOE).

67. The game according to claim 9, wherein the game and its associated game session are played using one or more computer systems.

68. The game according to claim 9, wherein the cells of each of the one or more game cards is chosen by a gaming operator.

69. The game according to claim 9, wherein the cells of each of the one or more game cards is chosen randomly by a computer system.

70. A system for playing a game on a computer system, the system comprising:
means for allowing game players to enter to play a wagering game of chance;
means for assigning one or more game pieces to each player where each game piece comprises one or more game cards and wherein, each of the one or more game cards has cells arranged in a pattern, wherein each of the one or more game pieces includes a set of game cards

having a same set of game card patterns, and wherein the cells of each of the one or more game card contain content chosen randomly from a predetermined set of cell content;

means for choosing a winning cell matching pattern for the game session;

means for drawing a fixed number of winning cell content from a known set of content;

5 means for matching the drawn winning cell content with the cell content of each game card;

means for determining one or more winning game cards; and

means for paying out winnings according to a predetermined payout table.

10 71. The computer system according to claim 70, further comprising means for notifying a winning player that he or she has a winning game card.

72. A computer system according to claim 66, further comprising means for notifying a winning player the payout that he or she has won.

15 73. A computer system according to claim 65, further comprising means for notifying all game players of winning game cards as they occur.

20 74. A computer system according to claim 65, further comprising means for notifying all game players of the identity of a winning game player.

75. A computer system according to claim 65, further comprising means for allowing game players to view the game session proceedings as they occur.

25 76. A computer system according to claim 65, further comprising means for allowing game players to replay past game sessions.

77. A computer system according to claim 65, further comprising means for allowing game players to enter using an alternative method of entry (AMOE).

78. A computer system according to claim 65, further comprising means for allowing game players to pay and to subscribe to one or more game sessions.

79. A computer-readable medium having computer-readable signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a game, the game including one or more players and involving, for each of the one or more players, at least one game card having a plurality of selectable content, the method comprising acts of:

determining, for at least one of the one or more players, the at least one game card having a pattern, wherein the act of determining the game card further comprises an act of determining content of the game card;

determining, prior to a game session, a winning pattern;

drawing winning cell content from a predetermined set of cell content;

determining if, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and if so, determining a payout.

80. The computer-readable medium according to claim 79, wherein the act of determining a payout further comprises an act of determining the payout based upon a fixed odds of winning.

81. The computer-readable medium according to claim 79 wherein the act of determining the content of the game card further comprises an act of automatically choosing at least one portion of the content without the at least one player choosing the at least one portion.

82. The computer-readable medium according to claim 79, wherein the game includes a plurality of game cards including the at least one game card, and wherein the act of determining the at least one game card includes an act of ensuring that the content of the at least one game card is unique.

83. The computer-readable medium according to claim 79, wherein the game session is conducted without interaction of the at least one player.

84. The computer-readable medium according to claim 79, further comprising an act of providing for an entry of the at least one player in the game using an alternative method of entry (AMOE).

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85. The computer-readable medium according to claim 79, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.